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Subject: Re: Searching a w3d file

Posted by [Di3HardNL](#) on Thu, 27 Dec 2007 12:22:30 GMT

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So I just have to open field terrain in leveledit, and then add the (w3d) emitter to terrain, and get it in the right place?

I dont get how it works online, because you have to save it as C&C\_Field.mix so it overwrites

I think i dont understand it yet

slave thank you tho, you putted me on the right way

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